COMPUTER BASED TRAINING

THEORY

Take DIAGNOSTIC TEST to generate a specific course of study

View course LECTURES

Take THEORY QUIZ to review issues & techniques

APPLICATION

Crash Course cycle

Take PRACTICE TEST

Go to Audio Visual DATABASE to get explanation of wrong answers & generate CUSTOMIZED DRILL SET based on wrong answers

As needed

Repeat this cycle until desired score is reached (Avg=20 iterations)
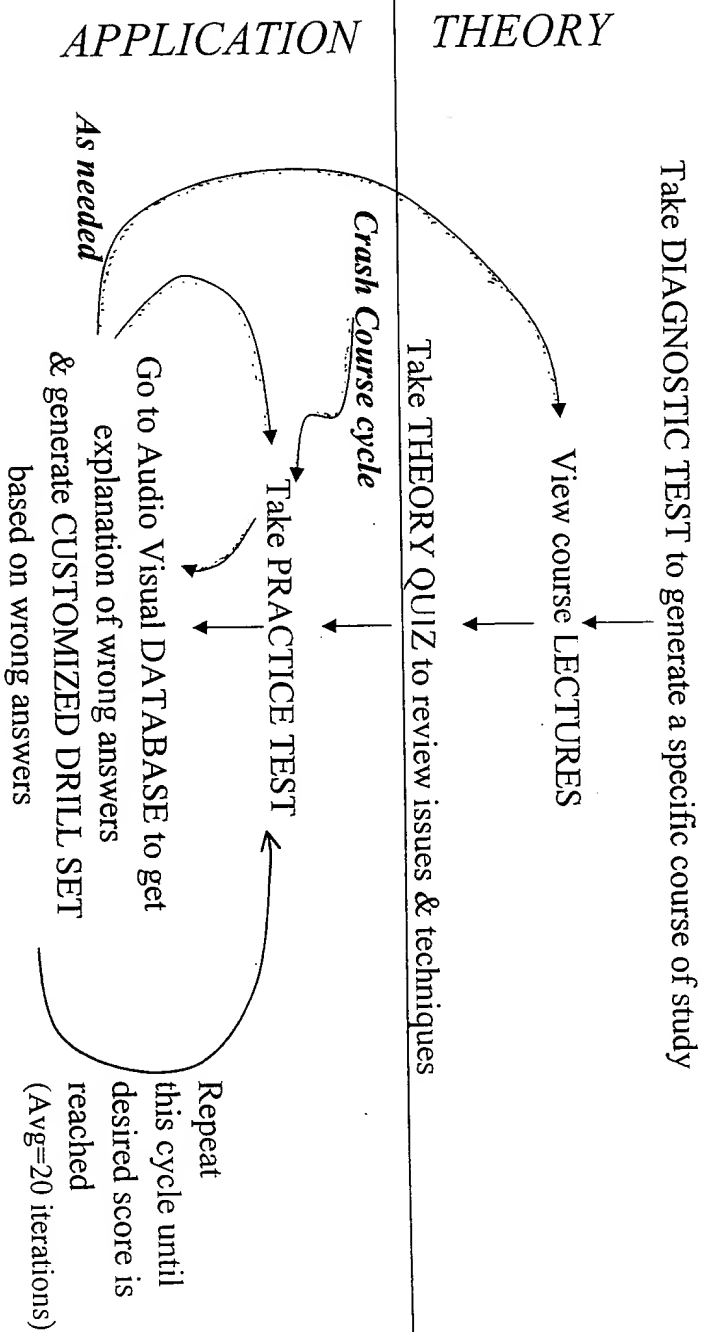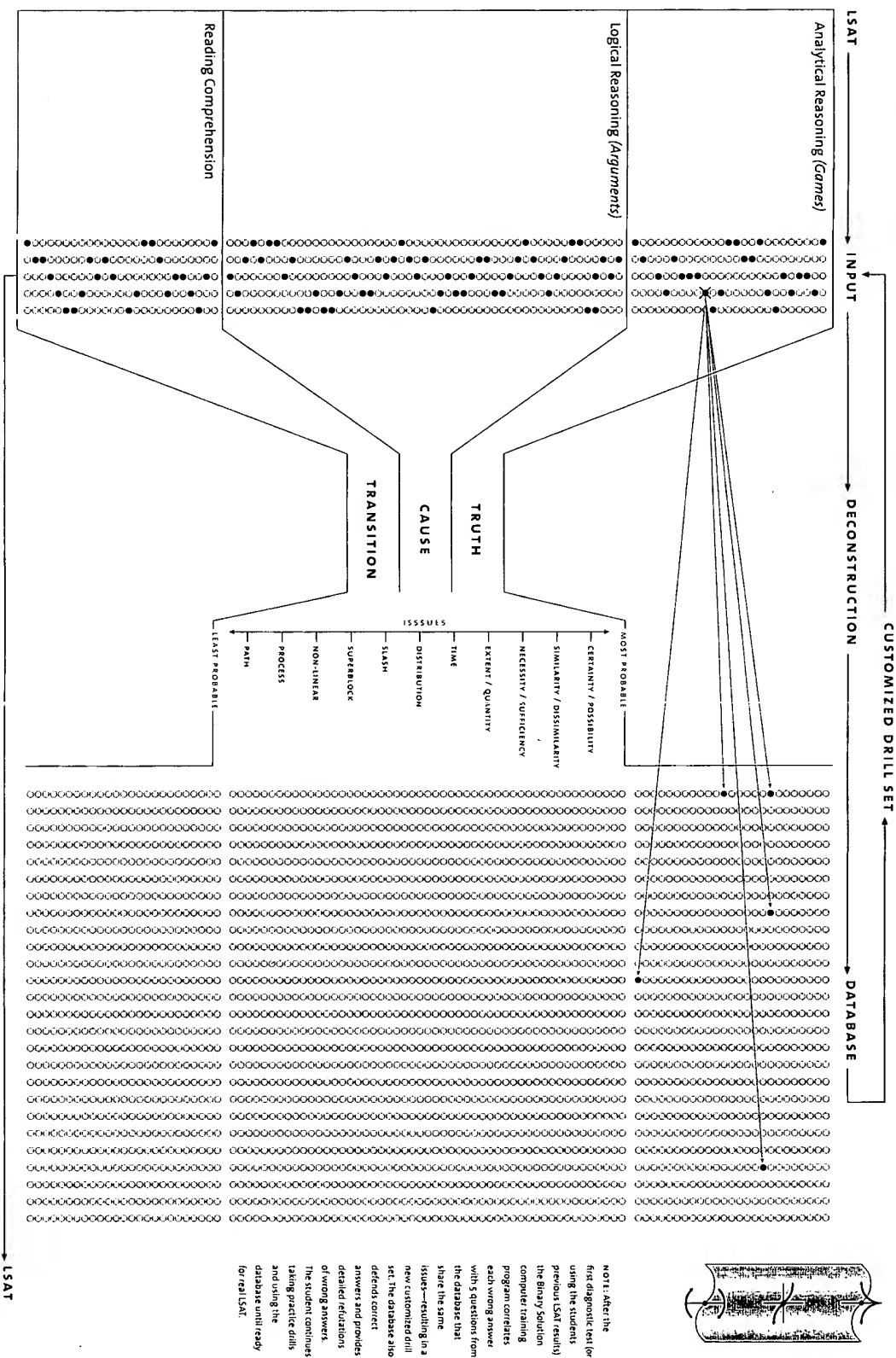
RESULT: A Mental Biofeedback™ that strengthens weak areas through customized practice

LSAT COMPUTER BASED TRAINING

THE BINARY SOLUTION

LSAT

Analytical Reasoning (Games)

Logical Reasoning (Arguments)

Reading Comprehension

INPUT

DECONSTRUCTION

CUSTOMIZED DRILL SET

DATABASE

LSAT

TRANSITION

CAUSE

TRUTH

ISSUES

LEAST PROBABLE
PATH
PROCESS
NON-LINEAR
SUPERBLOCK
SLASH
DISTRIBUTION
TIME
EXTENT / QUANTITY
NECESSITY / SUFFICIENCY
SIMILARITY / DISSIMILARITY
CERTAINTY / POSSIBILITY
MOST PROBABLE

NOTE: After the first diagnostic test (or using the students previous LSAT results) the Binary Solution computer training program correlates each wrong answer with 5 questions from the database that share the same issues—resulting in a new customized drill set. The database also defends correct answers and provides detailed refutations of wrong answers. The student continues taking practice drills and using the database until ready for real LSAT.
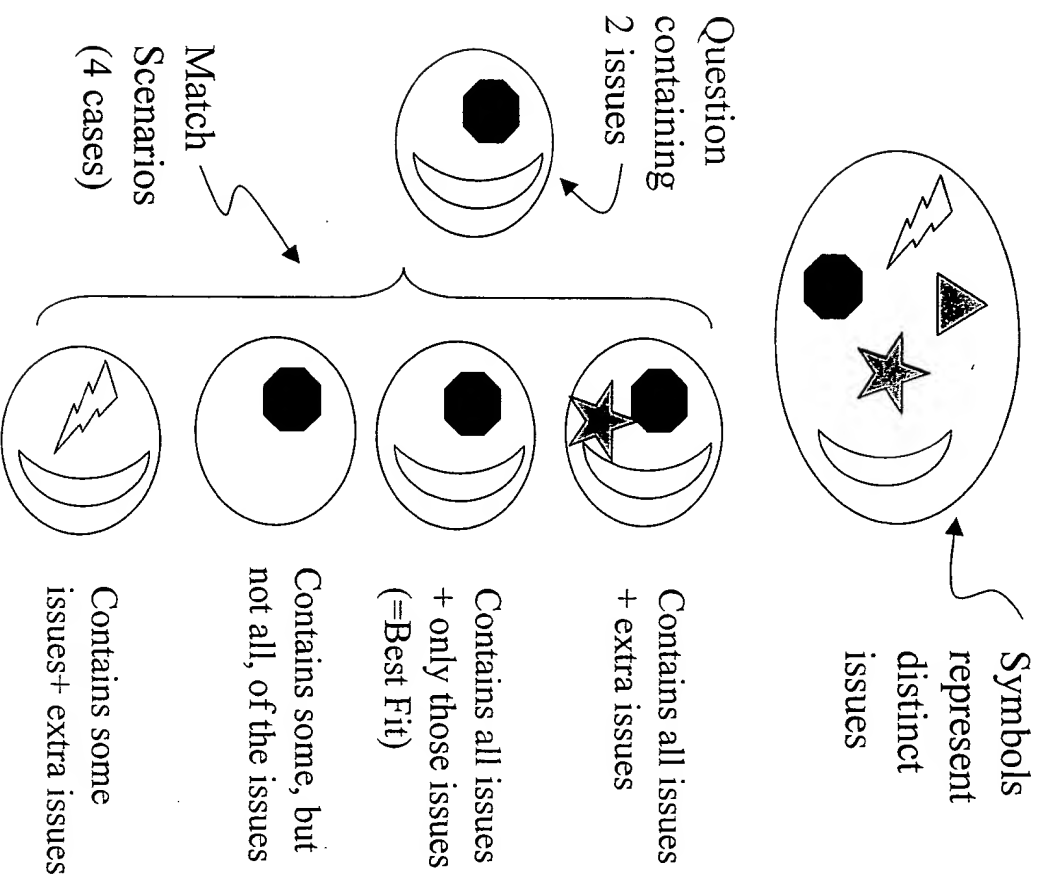
The unique intellectual architecture of our Database is founded upon our method of Deconstruction
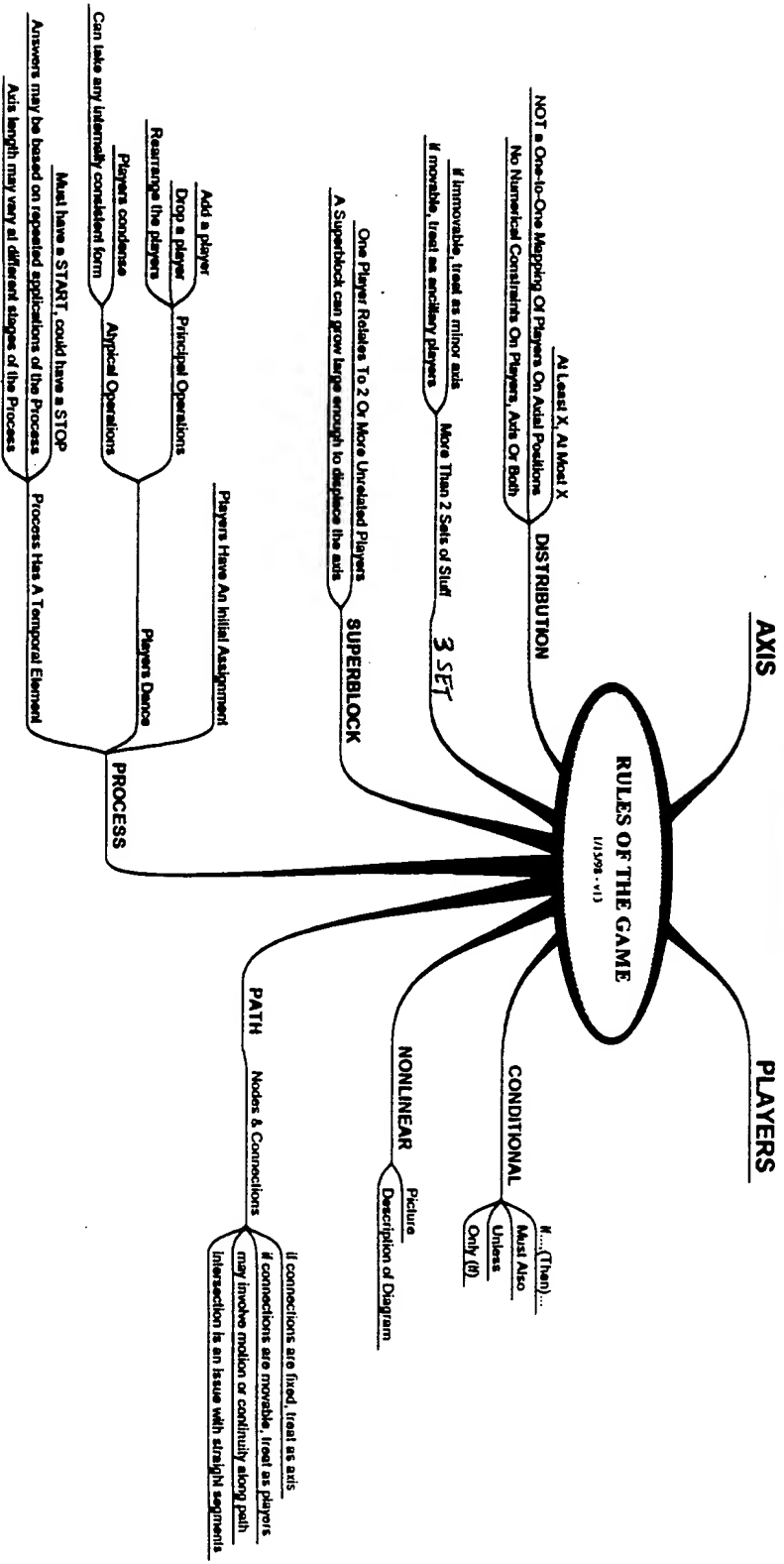
1. Subject matter is reduced to a finite set of issues

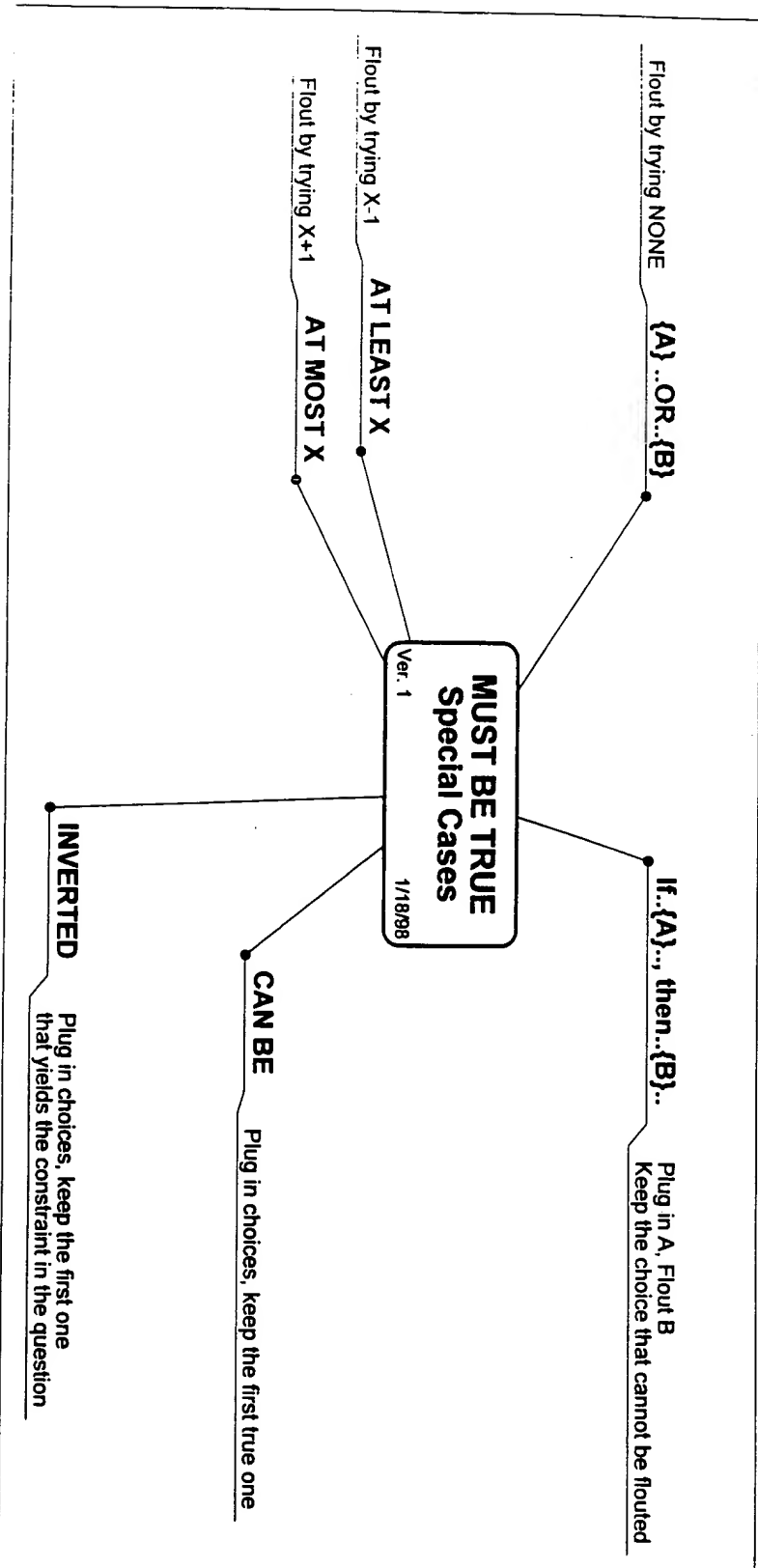2. Each practice question contains a finite subset of those issues

3. Matches can be made with other questions that contain some or all of the same issues

Symbols represent distinct issues

Question containing 2 issues

Match Scenarios (4 cases)

Contains all issues + extra issues

Contains all issues + only those issues (=Best Fit)

Contains some, but not all, of the issues

Contains some issues+ extra issues

RULES OF THE GAME
1/3/98 - v1.1

AXIS

PLAYERS

DISTRIBUTION
- NOT a One-to-One Mapping Of Players On Axial Positions
- No Numerical Constraints On Players, Axis Or Both
- At Least X, At Most X
- If immovable, treat as minor axis
- If movable, treat as ancillary players
  - More Than 2 Sets of Stuff
  - 3 SET

SUPERBLOCK
- One Player Relates To 2 Or More Unrelated Players
- A Superblock can grow large enough to displace the axis

PROCESS
- Can take any internally consistent form
- Rearrange the players
- Add a player
- Drop a player
- Players condense
- Atypical Operations
- Players Dance
- Principal Operations
- Players Have An Initial Assignment
- Answers may be based on repeated applications of the Process
- Must have a START, could have a STOP
- Process Has A Temporal Element
- Axis length may vary at different stages of the Process

PATH
- Nodes & Connections
- If connections are fixed, treat as axis
- If connections are movable, treat as players
- may involve motion or continuity along path
- intersection is an issue with straight segments

NONLINEAR
- Picture
- Description of Diagram

CONDITIONAL
- If... (Then)...
- Must Also
- Unless
- Only (If)

MUST BE TRUE
Special Cases

Ver. 1   1/18/98

Flout by trying NONE   **{A}...OR...{B}**

If..{A}.., then..{B}..   Plug in A, Flout B
Keep the choice that cannot be flouted

Flout by trying X-1   **AT LEAST X**

Flout by trying X+1   **AT MOST X**

CAN BE   Plug in choices, keep the first true one

INVERTED   Plug in choices, keep the first one
that yields the constraint in the question

The DATABASE GENIES ™

For **each** question the user answers **incorrectly**:

Explanation Genie
explains why the user's response is incorrect & why the credited response is correct

Drill Genie
searches for 5 similar questions so that the user can learn from his mistakes